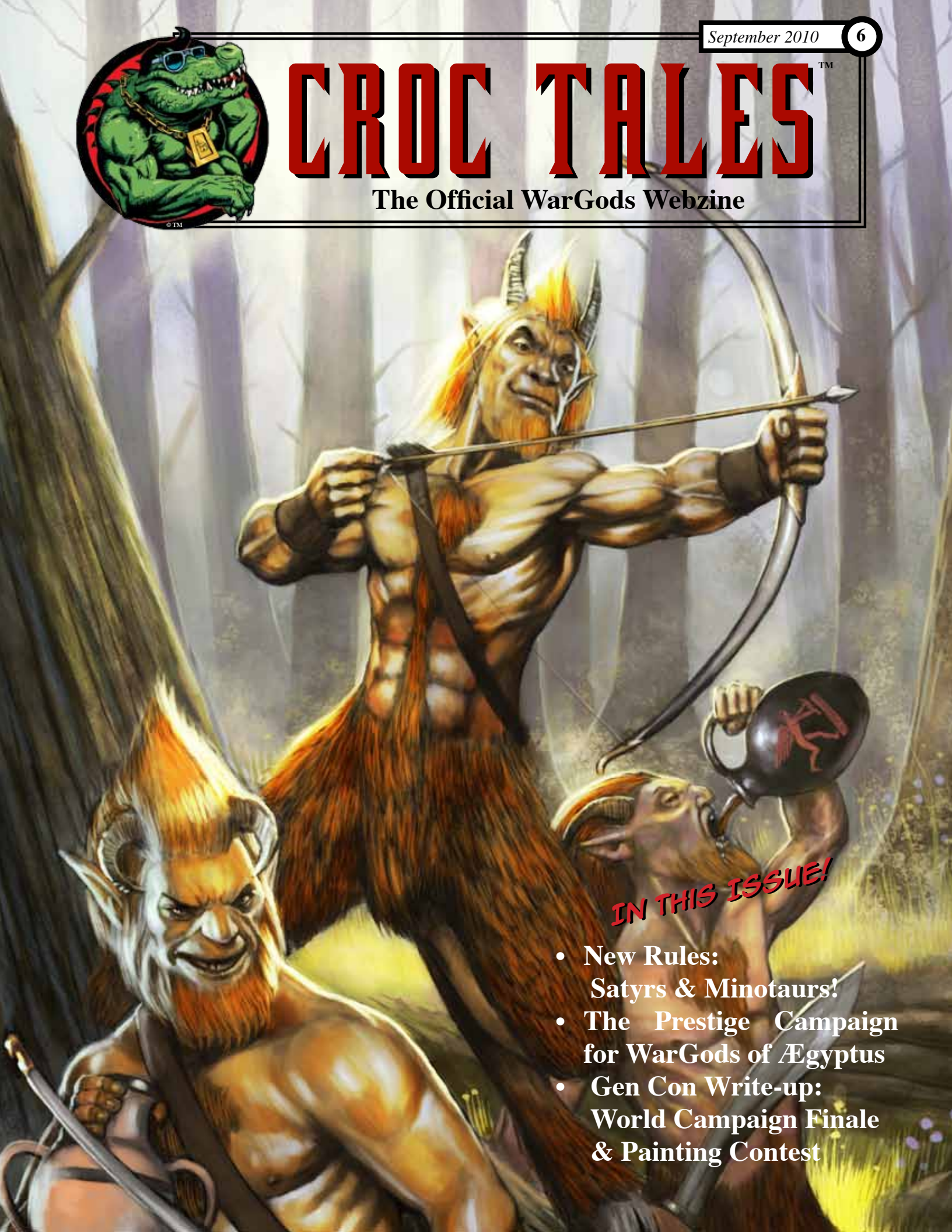
September 2010 6

CROC TALES™

The Official WarGods Webzine



IN THIS ISSUE!

- New Rules: Satyrs & Minotaurs!
- The Prestige Campaign for WarGods of Ægyptus
- Gen Con Write-up: World Campaign Finale & Painting Contest

EDITOR'S CORNER

From the Editor:

Greetings from the Croc HQ!

Summer is always a busy time for the Croc and this year was no exception, thanks to everyone who attended and helped out at the conventions, it was great seeing you!

Now that the convention season is over, we are busy working on improving and expanding the Croc, finishing old projects and starting new ones. You may have already noticed some progress... the NEW ***crocodilegames.com****! As you are all aware by now, we have just launched a new website, online store and forum. This heralds a new era for the Croc, leaving behind the deserts of Ægyptus to new realms to explore -- starting with Hyperborea and Olympus!*

We are trying out a new format for Croc Tales, switching to a more colorful magazine-style rather that the old newspaper look. Our new format lets us show off some of our awsome art, starting with a great picture of Satyrs by John Wigley.

The Wendigo book release is right around the corner, after a couple of delays (howlers running off with proofs, the ice witch freezing the computer etc) we are nearly there! Check back on the website for the latest updates.

In this issue of Croc Tales you will find all the rules you need to include the Satyrs and Minotaurs in your WarGods of Olympus force. These recently unleashed mythical creations will add a whole new dimension to your warband. Diversity is the name of the game with the hard hitting brutish force of the Minotaurs and the skilled bowmanship of the flighty, fun-loving Satyrs. Also in this issue you will find a complete write-up of GenCon 2010 and the World Campaign Finale. Finally, we have included Corey Somavia's "Prestige Campaign" for your enjoyment - originally featured in Harbinger Magazine issue 15, it is now back and available agian.

As always, we would like to thank all our customers for their continuing support, contributions and encouragement, none of this would be possible without you.

Contributors:

Editing: *Deborah FitzPatrick*

Cover Art: *John Wigley*

Interior Art: *John Wigley & Des Hanley*

Graphic Design: *Deborah FitzPatrick & Brian S. Roe*

Rules Articles: *Chris FitzPatrick*

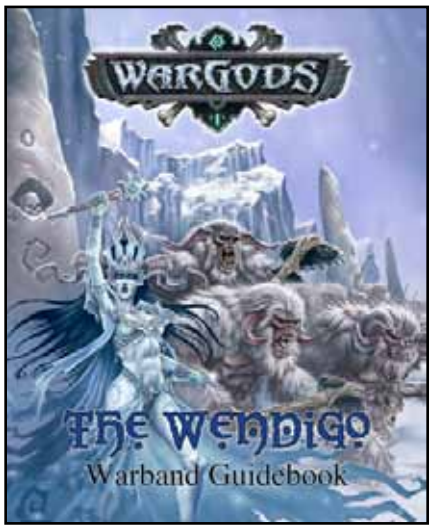
Satyr Story: *Bryan Steele*

The Prestige Campaign Article: *Corey Somavia*

Miniature Painters: *Marike Reimer*

Coming Soon:

Typhon Swordsman Unit (10) $35.95
Sculpted by Chris FitzPatrick



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GENCON 2010

GenCon Indy 2010 was a busy weekend for the Croc Team, with a painting competition, the finale of the World Campaign, four days of demos, and on top of it all, a sales-booth to run! We managed to make it through all four days, and we had lots of fun along the way… if you didn't make it to the show, or if you did and just want a reminder, what follows is a recap of the Croc-related events.

The Croc Booth was staffed this year by Cathy, Debs, and Fitz, with demo help by Carlos Fernandez, Clarke Payne, and Tony Rodgers. The first two days we spent running demos of WarGods of Ægyptus, WarGods of Olympus, and the latest version of WarGods Skirmish. Participants even earned a coupon for a free mini back at the booth, just for taking part!

And speaking of miniatures, we had our annual Croc painting competition at the show. There were plenty of great entries, which made the judging very difficult. A big thanks goes out to all the entrants, and a hearty congratulation goes out to all the winners. Here's a list of the winners, and a few photos as well:

Best In Show: Maya Morland, "The Basti Market"

Single Figure Category
1st Place: Jeremy Bernhardt, "The Butcher" Sebeki Hero
2nd Place: Maya Morland, "The Emperor"
3rd Place: Kent Plumb, "Spartan Captain"

Unit/Chariot Category
1st Place: Kent Plumb, "Spartan Phalanx"
2nd Place: Pamela Albin, "To-Tanem Unit"
3rd Place: Jeremy Bernhardt, "Sebeki Unit"

Conversion/Diorama Category
1st Place: Bryan Steele, "Eater of the Dead Chariot"
2nd Place: Maya Morland, "Titan Master"
3rd Place: Clarke Payne, "Crocodiliopolis Jones" Sebeki Conversion

For more photos of this year's painting contest, visit our website.

Eater of the Dead Chariot, by Bryan Steele

The Basti Market, by Maya Morland

Spartan Phalanx, by Kent Plumb

To-Tanem Unit, by Pamela Albin

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"Quest for the Golden Fleece" Finale

This year's World Campaign was *The Quest for the Golden Fleece*, which began in May and concluded at GenCon in August. The quest took the participants all across the WarGods world, starting in the deserts of Ægyptus, then moving to the islands of Olympus, and finally descending into the dark Underworld and beyond, gathering clues to the location of the Golden Fleece all along the way. At the start of finale, the participants had discovered that the Fleece had been stolen by Echidna, the "Mother of All Monsters", and hidden away in her vast caverns to lure them there to feed her many monstrous children! The player's warbands would have to enter the Caves of Echidna and defeat her 'children' in order to recover the Golden Fleece!

The finale was fought in two rounds, the first was a series of head-to-head battles between two warbands, the second round was essentially a 'boss fight' with the players being able to send only a limited number of characters to the fight, depending on how well they did in the first battle.

Here's a list of all of the participants in the first round, their warbands, and who they were paired against:

Table 1: Joe Gois (Okparakori the Ominous, Harbinger of Anubis)
Clarke Payne (Nabchukh the Nefarious, Dark Harbinger of the Eater of the Dead)

Table 2: Bob Bartels (Renheb the Sandstorm, Harbinger of Horus)
Rob Proscia (Rakash the Deceiver, Harbinger of Set)

Table 3: Timothy Pray (Seti-Kadir the Trophy Hunter, Dark Harbinger of the Eater of the Dead)
Carlos Fernandez (Suk-Alhamet the Vengeful. Harbinger of Set)

Table 4: Tony Rodgers (Nebkemi the Jackal of Darkness, Dark Harbinger of the Eater of the Dead)
David Williams (Nikomedes, Mycenaean Demigod son of Hades)

Table 5: Vic Thorez (Kek-Nkosi, Dark Harbinger of the Eater of the Dead)
Adam Hughes (Adamikos, Mycenaean Demigod son of Zeus)

Table 6: Bryan Steele (Xanamun the Unholy, Dark Harbinger of the Eater of the Dead)
Joe Moles (Oba-Mbizi, King of the Water, Harbinger of Sobek)

During the initial battles in the outer Caves of Echidna, the warbands had to use their clues to decode an ancient runestone, which revealed the secrets to defeating the monstrous offspring of Echidna that dwelled in the caves. Once the runestones were decoded, the guardian monsters were unleashed upon the warbands, and they had to use all their strength and wits to defeat them. The spawn of Echidna were a variety of frightful monsters from Fitz' collection, including chimeras, a slime monster, an amorphous blob with one hundred wounds, a giant insect-like thing, and a huge, fire-breathing winged bull. Three of the Harbingers were slain in the initial battle: Rakash the Deceiver was slain by Renheb the Sandstorm, Suk-Alhamet the Vengeful was slain by Seti-Kadir the Trophy Hunter, and Oba-Mbizi the King of the Water (Harbinger of Sobek) was slain by Xanamun the Unholy. The winners of each battle were able to send two characters into the central cave, where the final guardian of the Golden Fleece awaited them. The defeated warbands were not out of the battle though, for they were each allowed to send one character to the final showdown. The players chose their champions, and the final round began.

The players prepare for battle. The battlefields represent the Caves of Echidna, each of the large caves the lair of an unspeakable monster!

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Okparakori the Harbinger of Anubis & his Shadow Warriors carry a fiery pot towards the Hydra, an attack that was a spectacular success!

The Final Battle

The climactic battle began with the remaining champions entering a great cavern room and discovering a central rock platform, illuminated by flaming torches on the rocky pillars around it. In the center was a great, gnarled tree, with the glittering Golden Fleece hanging from a high branch. Behind the tree arose the many heads of the Hydra – the eldest of Echidna's monstrous children. The battle began!

Some of the players immediately went into battle with other players, and others formed a hasty alliance against the many heads of the Hydra. As the battle wore on, they discovered that two more heads, growing from the stump, immediately replaced each head of the Hydra that was killed! It was not long before the players thought to use the torches along the walls to burn the stumps, and with the Hydra's weakness exposed, it was not long before it was finally slain. As the killing blow was struck, the gods decreed the victor: Renheb the Sandstorm, Harbinger of Horus (played by Bob Bartels) who had killed three of the Hydra's heads himself. The Golden Fleece was draped around his shoulders, to the cheers of his allies and the cries of dismay from his rivals! The World Campaign 2010 was finished! Though Bob won the grand prize, everyone came away a winner – all of the players who participated in the Finale got a 2010 Event Miniature – the "To-Tanem Artifex at Work," and the happy players all shared pizza, drinks, and a laugh, later at dinner with the Croc Team.

A giant thank you goes out to David Williams and Clarke Payne, our World Campaign Coordinators this year – they did a great job, and it is a testament to all their hard work that everything went smoothly at the Finale. Thanks, guys!

Well, that's it for this year's show. We had a great time, and thanks to everyone who stopped by the booth to purchase the latest minis! We hope to see you all at GenCon next year, when Crocodile Games celebrates its 10th birthday!

See you in Indy, 2011!

Fitz sets the scene for the final battle.

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OF WINE, DANCE & SONG

A Satyr's Tale, by Bryan Steele

"Where are you taking us, satyr?" the Spartan officer grunts, ducking a low branch as the lithe satyr ahead of the column bounds back and forth excitedly on the path. "The Blades of Ares will not treat well with games."

"Then you may have come to the wrong place, Olympean," the satyr laughs mockingly, adding an extra skip in his gait, "for this is Panwood Grove and everything here is a game. I suggest, for the safety of your own men, that you learn to play along...or prepare to soon be walking back over your own steps." He lets out a whooping tone, half howl and half song verse into the thickness of the forest, drawing aside a curtain of vines and mosses to reveal a strange clearing filled with a carnival of sights, smells and sounds.

"By Zeus' beard..." one of the Spartan's gasps.

Panwood Grove is a hive of hedonism that no Spartan has ever known. Even the great halls of Aphrodite paled in the excess being enjoyed before their eyes. Jugs of wine slosh carelessly around in the hands of satyr and nymph alike, filling goblets, drinking horns and even just awaiting mouths with all the accuracy of a blind idiot. Pipes are played, lyres plucked and drums thrum out a mixture of haunting and invigorating tunes that stokes a fire in the Spartans' hearts and electric warmth in their loins. Dancing, wrestling and unabashed intimate coupling give the whole area a tone that makes married men worry for their unions and single ones to loosen their straps and prepare to join the debauchery. Wherever they look is wine and spirits flowing freely like water, food heaped to overwhelming crowding tables and serving trays. It is an Arcadian paradise for every sensation of the flesh.

The Spartans' hoofed guide points toward a natural arch of braided branches older than most of their family lines. "You must go see the Pan, the voice of our godly father, to discuss your terms, as he knows the will of the Gods. I will tell him of your arrival. Grab something to drink, enjoy a dance, fill your hearts and bellies and follow me."

"Nectar of lies and foolishness," the Spartan captain scolds as he smacks a cup from one of his men's hand and looks sternly at his troops, "nothing but dreamstuff and empty promises." He stiffens visibly. "A man of Ares needs not feed pleasure when rigour and training will suffice."

Despite being drunk, gluttonously stuffed or in the throes of passion, every satyrs' eyes turn and narrow at the Spartans as they pass by toward the rear of the grove. Passing under the arched branches, the captain and his chosen men came to the foot of an enormous wooden table. Along its sides are scattered empty chairs, each pulled up to a heaping bowl of food and an ivory goblet filled to the brim with golden wine. At the head of the table lounges a powerfully built satyr with graying fur and silver-streaked beard, one of his eyes a milky white from the scar that runs down his cheek.

"Patrons of Ares," the Pan says before taking a deep pull off of his long-handled wooden pipe, "Place your coin in the basket and sit. Drink. Eat. Tell me why you have come."

"We have come to give warning to the Arcadians of Panwood Grove," the captain begins fearlessly, taking a seat and a small sip while tearing off a hunk of bread, "the son of Ares is going to war with your Olympean patron on the morrow and we suggest the daughter of Artemis fights without your help."

"Is that all? You have come only to beg our absence?"

"This does not seem strange?" the captain cocks his eyebrow at the goat man. "To come to the ally of our enemy and tell them to ignore their alliance? You seem a lot less concerned about this than my Demigod made us believe you would be. If the tables were reversed, I would be furious." He smiles before taking a deep gulp of the wine.

"Why get upset over something so trivial," the Pan explains as he stands up, drink in hand and begins to clop over to where the captain sits. "The only place for such fury is on the battlefield."

"Everywhere a child of Ares walks could be his next battlefield," the captain grunts, gesturing to the table of abundance with a wide spilling sweep of his goblet, "all of this foolishness seems such a waste to true warriors."

"I am glad you feel that way," the Pan laughs, "it will make the next part easier on us all."

"Next part?" hurling his goblet aside, the Spartan shoots to his feet, blade immediately in hand in a motion practiced thousands of times before. "What are you playing at, satyr?"

"Life is like a nice dinner to us, we the children of Pan, and every course brings new things to experience and enjoy," the Pan nonchalantly tosses his drink over his shoulder and taps a black clawlike fingernail against the tip of the captain's sword, "which makes the next part of our meeting kind of like…dessert."

"I do not like this, beastling," the Spartan keeps his sword steady upon the Pan in front of him and motioning for his fellows to do the same. "I am suddenly uneasy…and a Blade of Ares reacts poorly to unease."

"Just come with me," the Pan sighs, smiling and turning back toward the main party of the grove, disappearing under the arch immediately, "all will be made clear."

The Spartan uses his sword to pull the curtain of vines aside and the tumultuous sounds of a party coming to a crashing climax. As soon as the captain steps through, his mouth falls agape in horror.

Where there was once debauchery and base hedonism throughout the grove, it was now replaced with brutality and raw violence. Three goat-legged warriors were dancing a crimson-hoofed staccato on the ruined bodies of two Spartan peltasts. Another holds two stout arrows like thin daggers, plunging them repeatedly in the lungs of a hoplite. A dozen other satyrs, speckled and streaked with the blood of other slaughtered Spartans, stand in a moon's crescent around the grove opening, bows drawn and arrows level at the captain and his three men at arms.

"What in Hades is going on?" the captain groaned, his heart burning with rage. How could these savages possibly get the better of the trained men of Sparta? They fell titan and monster alike, but these half-drunk barbarians have killed the entire column? This left a stabbing agony in his chest…or so he thought. The spreading hot wetness under his breastplate spoke of a different reason for the pain in his chest – the six inches of hammered bronze jutting out of it from behind.

"I did not get angry when you came with threats, Spartan," the Pan leaned in to the captain's ear, speaking over the thrum of the archers' arrows and collapse of three more Spartan bodies, "because I already knew why you were coming. Understand this, man of Sparta, the Daughter of Artemis paid for the wine that stains your lips… for which she asked for the blood that now wets them." He twists the knife, echoing the grind of metal on bone.

"Ares will face Artemis on the morrow," the Pan laughs, letting the captain slump to the ground off of the end of his blade, "and the Children of Pan will be there to help her."

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SATYRS

In the deep forests of Arcadia dwell the Satyrs, mortal descendants of the goat-legged god Pan. They are unruly creatures with little social decorum, concerned only with the pursuit of pleasure in its' many forms: wine, women, and song. Some strong Demigods with an affinity with the beings of the forest have been known to convince them to join their cause, mainly for their reputation as the finest archers in Hellas. However, the Satyrs are notoriously cowardly, lacking any form of military discipline, and are unlikely to fight unless cornered by an enemy or if they have their enemy greatly outnumbered.

RESTRICTIONS:

Satyrs are available only to warbands lead by a Demigod of Artemis or Dionysus. Only one unit of Satyrs may be employed, and they generate only a single Satyr Character Option.

EQUIPMENT:

Satyrs may be equipped with a Bow, Light Armor, Spear, Hand Weapon, and Musician.

SPECIAL RULES:

All Satyrs have the following special rules.

'One for the Road'

While they are known for their skill at archery, Satyrs make unreliable warriors, for they are usually more interested in merriment than the eradication of the enemy, and are easily distracted. Before the battle begins they may convince one another to have 'just one more drink,' causing them to arrive to the battlefield late – or not at all. At the beginning on the game, the Satyrs player must determine if the Satyrs have shown up on time. Roll a Discipline Save for the Unit. If successful, the Satyrs may be deployed on the first Turn. If the Save is failed, the Satyrs are late, and the player must wait until the beginning of the next Turn to make another attempt. This process is repeated each Turn, until the Satyrs are finally deployed, or the battle is over. When they are finally deployed, they are placed on their player's table edge during the Command Phase.

Expert Archers

Satyrs are masters at the use of the bow. They are known to be able to hit a target while on the move, even through thick woodlands. When equipped with a bow, Satyrs are allowed to perform a Fire of Opportunity with the weapon.

Parting Shot

The Satyrs are experts at fighting while on the run, and may attempt a special type of Evade. Before the Satyrs make an Evade attempt, they may take a parting shot at the enemy that is attacking them, providing the enemy is within the Satyrs forward field of fire at the start of their movement, and the range difficulty is measured from this farthest point. The Parting Shot is made at a penalty of –1 to the Satyrs' Missile Rating. The Satyrs must then make their Evade roll, and they suffer a penalty of –1 to their Discipline Rating on the attempt. Even if the Satyrs manage to kill or rout their opponents, they must continue with the Evade attempt.

CLASS	MV	WND	#ATT	ATT	DEF	MIS	ARC	DISC	PTS
Warrior	6	1	1	3	3	5	5	4	15
Champion	6	2	1	4	4	6	5	5	30
Hero	6	3	2	5	5	7	6	6	55
Special: Satyrs ignore movement penalties from Woods, Forest and Jungle.							Base Size: 20 mm square		

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MINOTAURS

Ages ago, king Minos of the Crete sought to dominate the entire Aegean Sea, and beseeched the god Poseidon to aid in his schemes. Poseidon obliged, and when Minos' rule was at last established, the king was given a magnificent white bull which came from the sea, a fitting sacrifice to the god to whom he owed his kingdom. However, so perfect was the bull that Minos selfishly chose to keep the animal for himself, and sacrificed a lesser animal to Poseidon. Enraged, Poseidon cursed the wife of the king to fall madly in love with the animal, as punishment for the king's insult. The queen tried in vain to entice the attention of the bull, but the animal was unmoved by her human beauty. The curse drove her to desperation, and she commanded that the king's inventor fashion a perfect sculpture of a cow, cleverly designed so that she could hide within. When the cow was completed and the queen within, the white bull was fooled. Their unnatural union resulted in a child, born with the body of a boy and the head of a calf – the Minotaur.

Despite his rage and shame at his wife's betrayal, the king did not have the newborn creature killed. He feared what further punishment the gods would inflict should he refuse to endure the fate they had chosen for him. Instead, the king constructed a great underground maze beneath his palace, called the Labyrinth, and hid the Minotaur within. Imprisoned in the darkness, it grew ever more hateful and vicious, feeding on the sacrifices of Athenian youths that king Minos demanded as tribute from his conquered lands. Eventually, the legendary Athenian hero Theseus came and slew this first Minotaur, ending the reign of Minos and sending his kingdom into rapid decline.

Though the kingdom of Minos has long since crumbled, the legend of the Minotaur lives on. Beneath the crumbling walls and pillars of the palace at Knossos the Labyrinth remains, a stinking black maze is inhabited by the descendents of the first Minotaur… for not all the youths that were sacrificed to the Minotaur were immediately eaten. Though not as powerful as the first-born of their kind, these monsters are still stronger than any man. Above the Labyrinth, a wicked band of Cretan pirates have made the ruins of Knossos their home. To the Labyrinth they bring regular shiploads of doomed prisoners captured on their seafaring raids, often releasing them into the clutches of the hungry Minotaurs that lurk within. Occasionally, the pirates capture one of these monsters and bring it onboard their ship to unleash against unsuspecting ships or coastal towns, where the enraged beast slaughters any who stand against it.

The sight of a Minotaur is an offense to the eyes, for it is no natural being: the offspring of the forbidden union between man and beast, a walking curse of the gods. The monster stands taller than a man, on wide-set legs bulging with knotted muscles to move his immense weight. His belly is fat from having gorged himself on the flesh of men. The head is more than that of a mere bull, for within it's eyes burn malicious cunning that no bovine possesses, and it's slavering mouth possesses sharp tusk-like teeth for the ripping and tearing of flesh. Most imposing are the massive horns that crown his monstrous head, wider than the arm-span of man, and capable of smashing aside any defense.

RESTRICTIONS:

A Minotaur may only be included in the warband of an Infamous Demigod and uses 2 Character Options. They may not be included in the same warband as a Mycenean Titan Hunter.

EQUIPMENT:

A Minotaur is armed with either a Stone Flail or Minoan Axe at no additional cost.

Stone Flail

Once chained to the walls of the Labyrinth beneath Knossos, the Minotaur has escaped by pulling the massive stone block from his cell wall and now uses this improbable weapon like a wrecking ball to crush his opponents. The Stone Flail has a Damage Modifier of 3. The Stone Flail causes Structural Damage against buildings and terrain features. When the Minotaur begins its activation already engaged in melee combat, it may forego all of its' normal attacks to perform a whirlwind attack: this allows the Minotaur to make a single attack on all models in base-contact, both friend and foe.

Minoan Axe

Minotaurs are the only creatures in Hellas capable of wielding the great double-bladed Minoan Axe, a weapon that is claimed to have been forged by Hephaestos and then abandoned because it was 'too heavy.' The axe is considered a double-handed weapon, with a Damage Modifier of 4.

SPECIAL RULES:

All Minotaurs have the following special rules.

Territorial

Minotaurs are notoriously territorial, and will not tolerate others of their kind nearby. If a Minotaur begins his Activation Phase with another Minotaur within 8" and in his forward charge arc, the Minotaur must make a Discipline Save or charge the offending model, attacking it.

Bull Rush

The Minotaur charges into battle, goring with his powerful horns and driving his opponent back from the force of its attack. When a Minotaur charges into battle, he makes an additional Gore attack, at Damage Modifier 3. If a wound is caused on the charge, the enemy unit is Pushed Back 1", as described in the Phalanx rules.

CLASS	MV	WND	#ATT	ATT	DEF	MIS	ARC	DISC	PTS
Unique Specialist	5	4	3	8	7	4	6	6	100
Weapons: Variable			Armor: Medium Armor (AR4)				Base Size: 40mm Square		

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THE MINOTAUR

WARGODS OF OLYMPUS

DECORATIVE TOKENS ARE THE BALLOTS OF UNLUCKY ATHENIAN SACRIFICES!

CHAINS WRAPPED AROUND ARM

STONE BLOCK WAS PULLED FROM HIS PRISON WALL

BODY BUILT WITH HUGE PROPORTIONS, WIDE FRAME AND SHORT, POWERFUL LEGS, SIMILAR TO A BULL

CONCEPT BY DES HANLEY
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THE PRESTIGE CAMPAIGN

Turn game night into campaign night.

An article by Corey Somavia.

WarGods of Ægyptus is a game that is really meant to be played in story-based campaigns. Sure, you can do one-off games, but fighting with an eye towards casualties adds a layer of depth not found in other fantasy games where both sides just fight to oblivion. Many veteran gamers groan at the thought of a campaign, because your average campaign has a track record rivaled only by that of the Hindenburg. This is because most campaigns require a level of commitment most gamers are unable or unwilling to make.

The point of this article is to show you how to run a WarGods campaign that requires no more commitment than your average game night. This first part will talk about the tricks of the trade for running a successful campaign. It is intended to be used with the Prestige System detailed in the second part of the article, but can be used as stand-alone advice for running any epic campaign. The second part will detail the Prestige System campaign mechanics. The Prestige System is an alternative to the campaign system found in the *WarGods of Ægyptus* rulebook. That system details how you run a traditional WarGods campaign and it's a good system, but requires a dedicated group of gamers interested in a very free-form style of campaign.

To put it simply, the Prestige Campaign is for us casual (i.e. lazy) gamers.

Start at the Beginning: tell a story.

A campaign is just a series of linked games with a story. That story may provide an explanation for why the Typhon and Basti fought over some plot of land, but it can also be the driving force behind the next game. We've all played that game where that lowly Asar Spy defeated the Typhon Hero in single combat. Perhaps that Spy is now destined to accomplish some mythical task and the Harbinger must discover what great role he plays. These stories provide the driving force behind a campaign.

To run a successful campaign, the Game Master must create a story that serves as the backdrop for the game night. Not every game needs to relate to that story, but it helps frame the major events. The story doesn't need to be complex or able to fill volumes of backstory. The players will write it for you, all you have to do is provide a title and a brief description.

Alpha and Omega: a story arc.

To prevent the campaign from tapering off until no one is playing, you need to have a definite ending in mind *before* you begin. You don't need to plan out the whole thing – again, the players will write the story for you. But a specific event should be planned to bring the campaign to a close, be it killing the bad guy, destroying an ancient evil artifact, or defeating the last Harbinger ("there can be only One.").

Along the way, certain key events will bring the story closer to ending. If your campaign centers around casting a spell that binds the Dreaming Lords into a deeper slumber, then once one player discovers the tattered parchment with the eldritch spell, the 'search and rescue' portion of the campaign is over and now players race to the site of the spell to stop (or aid) the player with the scroll. After you've worked out the ending, write down what key events move the story along.

Finally, you have to think about the beginning. Your story introduction needs to have story hooks for the players, giving them a goal that will send them on their way to the ultimate climax you have in mind. If you've crafted a great battle between the undead legions of the Eater of the Dead and the greatest Ægyptian heroes, where do the lowly Ka Rating 1 Harbingers fit in? They need starting places as well. Perhaps they battle to unite Ægyptus, bringing into line selfish Harbingers who refuse the call to war and going

"The Butcher has stolen the a sacred Canopic Jar, and plans to use the contents to season his stew… can the Anubi stop him in time?"

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on quests to gain support of the priesthood. Or perhaps they seek ancient weapons of power, delving deep into the chaotic lands of Kush and undergoing trials set up by the Gods to test Harbingers seeking these relics.

Choose Sides: Player input.
All the planning in the world means nothing if your players are bored with the game, or not involved in the action. You should always get the feedback of your players as to what type of story and game they'd like. Most often they're happy with whatever you do, but being asked makes them feel included.

More importantly, though, is that if you've created a story arc with hooks, then you should ask the players which story hook interests them. This lets you frame the games. This doesn't mean you set up specific games, but rather put a story to the scenarios they roll up.

For example, you have one player, a Basti Harbinger, interested in taking the fight to the Eater of the Dead now and another, a Heru Harbinger, who wants to uncover artifacts first. They play each other and roll "*Seize the Oasis*" as their scenario. With a little thought, the story becomes: the Heru Harbinger uses the oasis as a base of operations to find artifacts. The Basti Harbinger sees the oasis as a useful staging ground for attacking the Eater of the Dead. The two disagree, each thinking their mission is the most important, and it's time to get it on!

So, let's say the Basti Harbinger wins. The Heru Harbinger has been defeated but he isn't dead, and next game he can go off to begin his search for ancient relics while the Basti can attack the Eater's forces or whatever else is rolled.

Go with the Flow: Adapt, Adapt, Adapt.
Sometimes players will go off on a seeming campaign tangent. They end up rolling missions and scenarios that seem to have nothing to do with the campaign and the victory takes them in a direction that is not obviously related to the campaign. Don't force things along a certain way, instead let things go that way and gently encourage them to come back towards the campaign.

For example, using previous example of the two warbands fighting over the Oasis, but there's no Eater of the Dead opponent that campaign night. So the Basti player faces an Anubi player and they roll Secret of the Sphinx. In this case, the Basti Harbinger wishes to consult the Sphinx to learn the machinations of the Necromancers and Dark Harbinger to ambush their attack. The Anubi jealously guard the Sphinx, wishing to hoard the opportunity to answer the riddles. If the Basti player wins, perhaps you set up an ambush mission against an Eater of the Dead army next week. If he loses, then nothing is derailed and the Basti player can face the Undead player next week anyway.

Putting it all Together: The Heresy of Aten
So let's put it all together. This is the next campaign our local California group is going to run, entitled the "*Heresy of Aten*":

Thebes, the city of Amun, plunges into a civil war that might consume Ægyptus. Akhenaton, a City-Dweller of Thebes, has risen from obscurity and proclaimed himself Harbinger of the heretic-god Aten and Pharaoh of all Ægyptus. Claiming Aten is the one true god of Ægyptus, Ahkenaton's promises of peace and stability sway many Ægyptians, commoner and Harbinger alike. Akhenaton and his followers seek the artifacts of the Pharaoh: the Crook of Command, the Flail of Mastery, and the Double Crown. Meanwhile, the priests of the gods decry his heresy, calling on loyal Harbingers to scour the land for the Spear of Set, perhaps the only weapon that can defeat the powerful Harbinger of Aten.

The Heresy of Aten provides a background to the games in the form of a religious civil war. All players must choose sides, are they with Akhenaton or against him? It has a definite story arc in that the players seek to either topple Akhenaton or aid him (perhaps supplant him?). There's a story hook in that all sides seek one or more mystical elements. Finally, it has a definite ending. Any player at any time may challenge Akhenaton and his mighty warband. This brave move is dangerous because Akhenaton is a fairly powerful Harbinger (Ka Rating of 4-7, at the start of the campaign). His actual warband size and Ka Rating isn't set in stone because when the campaign wraps up, I will simply match it appropriately with the challenger.

It's alive! It's alive!
(Now how to keep it that way)
So you've put together a campaign, now how do you keep it going? The first thing to understand is that you must be willing to be there every game night. You are a combination of cheerleader, coach, storyteller, and ringer. The Game Master must put out the word via email that the WarGods campaign is going on. The key to the Prestige Campaign is that it's designed to get started with 3-4 people and other people can jump on board mid-stream. So you have to publicize this fact and always welcome new people. New players have a tendency to want to jump onboard once a campaign is underway, and this should be encouraged – new blood will keep the games exciting.

Once people are there, get people matched up. If everyone in the group are fast friends, then great, but when they aren't introduce them and suggest that Tom play Jim. If some match-up looks cool, maybe a classic Typhon vs. Heru battle that plays well into the campaign, then suggest it. Once the battles are over, record the results, noting any new Ka, or Renown, or Prestige Ability.

Finally, if there's an odd number of players, then it's time for you to pull out your warband and play as a ringer. In other situations, it's time for the major villain, such as Akhenaton, to make an appearance.

The Last Rule: The Show Must Go On (and off)
The *Heresy of Aten* is well underway. The Khemru player, his Harbinger seduced by Akhenaton's promises, has found the Double Crown after a fierce battle. The Harbinger of Aten already has the Flail of Mastery and Crook of Command. Meanwhile, a loyal Typhon Harbinger has the Spear of Set and has tracked the Khemru Harbinger. The stage is set for a climactic battle that will decide the fate of Ægyptus.

And then the Khemru player moves away. Or gets a new job. Or gets married. Or whatever. The point is he's gone. What now? Well, the show must go on. You as Game Master have to step in and resolve the situation. Perhaps the Khemru Harbinger was ambushed by a warband of Basti brigands and struck down. The Basti Harbinger does not recognize the crown and leaves it in the sand. Now the race is on between all sides to recover the crown which is hidden in the wreckage and detritus of a battlefield, making for a great search and rescue type mission.

The point is that no one or two people should hold up the campaign. If they can't make it, make a call that moves the campaign along and politely explain it to the person when you get the chance. You can make it up to them by keeping them "in the running" so to speak by featuring them in a pivotal future scenario.

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Equally important to keeping the campaign moving is knowing when to call it quits. Campaigns don't drag on for very long, they end either by a conclusion or by neglect. Your role is to see when the campaign has run its course, wrap it up with a nice climax, and give folks a break.

When you see enthusiasm beginning to flag, don't worry, just bring this up to players. Announce that you'll be ending the campaign in one or two weeks. Set up some crucial match-ups and have them play out, no matter where you are in your story arc.

For example, in the Heresy of Aten, if interest is flagging but Akhenaton has recovered only one artifact and the loyalists have recovered none, that's still okay to wrap it up. Simply say that a priest of Amun has found the other two artifacts and has hidden them. Unfortunately, he hasn't done well because Akhenaton and your players know where he has gone.

Now a mad dash breaks between the Harbingers for the artifacts. Players pair off, with the winners from one week facing the winners of the next week in a form of elimination round. In the end, the player who comes out on top faces Akhenaton and his warband who have just found the hidden temple of Amun. Akhenaton is played by either the Game Master or a spare player, depending on how 'hands on' the Game Master wants to be during the finale. Having a player as Akhenaten lets the Game Master handle any questions and disputes objectively, as well as keeping him free to sping a few surprises on the players during the game. Either way, the climactic battle plays out, the victor is declared, and the campaign draws to a close.

* * *

So that's the how's and why's of running a campaign. The second part of the article focuses on the actual mechanics we'll use, the nuts and bolts of a Prestige Campaign. Using this system, you'll be able to easily turn your one-off games into campaign games without becoming tied down to specific match-ups.

The Mechanics

In the first part of this article, I pontificated all about how to run a *WarGods of Aegyptus* campaign that is as easy to play as a regular game night. Now, we'll talk about the mechanics of how to keep track of victories, defeats, and casualties while still allowing everyone to play what amounts to one-off games. The Prestige Campaign is an alternative to the campaign system presented in the *WarGods of Aegyptus* Rulebook. The Prestige Campaign departs from the system in the main rulebook in three ways:

First, the Prestige Campaign removes the Reinforcements section where players gain additional troops when they gain Renown and replaces it with a constant schedule of increases. This way, rather than some players gaining 150 pts. with every victory and thus having mismatched armies, everyone plays at the same point level and then increases at the same point level. This allows players to play one-off games easier and allows new players to enter the campaign.

Second, the Prestige Campaign allows players to trade Renown Points in for Victory Points for Casualty Buy-Back on a 1-to-1 basis. In most games, a loss means that a player will only have 2 Victory Points at most, and thus be able to buy back only 20% of the army's total point value. This usually means the loser doesn't get back all of his losses. Combined with the Reinforcements system, if two players play a 1,000 point game, the winner walks away with a 1,150 point warband and the loser with an 800 point warband.

Losing Renown is still a very bad thing, however, so a loss hurts but a player isn't crippled. Converting Renown represents the Harbinger drafting commoners into duty or hiring mercenaries. His glory and honor are tarnished but his warband is at full strength so he can redeem himself.

Third, the Prestige Campaign provides bonuses to players who earn Renown. Without the Reinforcement system, Renown is meaningless. So there are benefits, called Prestige Abilities, added to gaining Renown which encourages players to earn and keep their Renown. As players lose Renown or trade it in for Victory Points, they lose the Prestige Abilities as well.

"The Basti have poisoned the water supply of the oasis, and Dargu Ra demands vengeance!"

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The 5 Steps

The Prestige Campaign follows a five step process:

1.Create Warbands: Players construct warbands at the determined point level and Ka points. Any house rules are introduced here.

2.Play Games: Show up, roll scenarios, and do battle.

3.Resolve the Battle: Players tally Victory Points, buy back casualties, tally any Renown earned, roll any new Ka powers, and any Prestige Abilities gained or lost. Any necessary changes to the warband are done here.

4.Increase Warband Size: The points level increases at regular intervals. If this is one of those times, players may add or change their warbands.

5.Repeat: Start at Step 2 and do it all over again.

Step 1: Create Warbands

Players get together and generate their warbands based on the rules detailed in the *WarGods of Ægyptus* rulebook. The starting Ka Ratings for Harbingers and Points Values for warbands is set by the Game Master. This is also the time to introduce any house rules involved.

For example, the Heresy of Aten campaign starts at 1,000 pts. and Ka 1 for Harbingers. In this campaign, no warband is allowed to begin with Heavy Armor with the exception of specialists already equipped with it (i.e. the To-Tanem Artifex).

Step 2: Play Games

Pretty self explanatory. Roll for the Scenario and Subplot and have fun.

Step 3: Resolve the Battle

After the battle, figure the Victory Points and buy back casualties as detailed on pages 222-223 of the *WarGods of Ægyptus* rulebook. Next, figure how much Renown each player has earned as detailed on pages 224-225 of the rulebook.

Every player must try to buy back his casualties to whatever was the starting point level. So, if a player had a 1,000 pt. warband and took 300 pts. of casualties, he must spend 3 Victory Points. If a player does not have enough Victory Points, he must exchange Renown Points for Victory Points, on a 1:1 basis. So if the aforementioned player had only 2 Victory Points, he would lose 1 point of Renown.

Any Renown gained from the battle can be immediately converted into Victory Points. For example, a player with a 1,000 point warband takes 400 points of casualties but only earns 3 Victory Points. However, he won the battle and gained 2 Renown Points. He immediately converts 1 Renown Point, for a net gain of 1 Renown Point.

If a player spends all his Renown and still doesn't have enough Victory Points, then he has two options. The first is to simply start over. The Harbinger failed his god who retakes the divine Ka and gives it to another. This is the recommended option for Harbingers with Ka 1.

The second option is to retain the Harbinger, but this comes at a price. The Harbinger is a disgrace and only the commoners of his own people will follow him. Tally up how many Renown Points the Harbinger would have to spend. This number is recorded as Negative Renown.

Now rebuild the warband except that it may not include any Characters and it cannot include any warriors other than those who worship the same god as the Harbinger. So an Anubi Harbinger with Negative Renown may only include Anubi and City Dwellers of Cynopolis. The Harbinger cannot have any characters or other races until he no longer has Negative Renown. When this happens, he can re-organize at the monthly increase. This option is intended so that players with high Ka Harbingers don't have to start over after one bad game.

Gaining Prestige Abilities

As a Harbinger gains Renown, tales of his actions spread across Ægyptus and he automatically gains Prestige Abilities. The Prestige Abilities reflect the effect of the Harbinger's legendary status on the battlefield, as his fame and influence grow, these begin to have a real effect on his career.A Harbinger receives a Prestige Ability when he earns Renown Points according the following progression:

Renown Increments: 5, 7, 10, 14, 19, 25, 32, 40, 50.

So when a Harbinger earns 5 Renown Points, he gains a Prestige Ability. At 7 Renown Points he gains a second Prestige Ability, and so on.

When a player receives a Prestige Ability, consult the **Prestige Abilities Table** on the following page. The player rolls a d10 and adds the Harbinger's Ka Rating to determine which Prestige Ability he receives. If he already has that ability, then he receives the lowest available ability.

If a player loses Renown (either through loss or converting them to Victory Points) and this loss brings the player below a threshold, he loses the highest level Prestige Ability he possesses. For example: a player with 7 Renown has the Prestige Ability *Favored by the Gods* and *Healer's Balm*. He loses 2 Renown, bringing him below the 7 Renown needed for the second Prestige Ability. The player loses the Prestige Ability *Healer's Balm*, no matter whether it was the first of second Prestige Ability he gained.

If the player loses the Prestige Ability because of Renown loss and then gains back that Renown, he must roll again on the Prestige Ability table. He does not automatically regain the ability.

Step 4: Increase Warband Size

The warband size increases on a regular basis, set out by the Game Master at the start of the campaign. This is a regular increase set at a regular period of time. For example, 250 pts. every month. When warbands increase in size, players may reconfigure their warbands however they wish, not only adding the 250 extra points but also swapping out the existing 1,000 pts. This is done to allow players to add or drop a lone warrior here and there to squeeze in that new 10-man unit, for example. However, it also allows players to trade out experiment units that didn't work out without having to ditch the entire warband.

Any characters removed can not be replaced at a later date. So if a player had a Hero with a Great Deed, he can not swap that Hero out and then back in. If he removes the Hero, and then brings a new one in at a later date, the new Hero is a different character and does not carry with him that Great Deed.

If a player swaps out a character with an Injury from the Injury Table on page 223 of the *WarGods of Ægyptus* Rulebook, then the player's Harbinger immediately loses half his Renown. The character was crippled in the service of the Harbinger and it is a shameful act for a Harbinger, even a callous Typhon, to dishonor the character's heroism in such a manner.

Step 5: Repeat.

Simple, show up next week for campaign day and start again!

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Prestige Abilities Table

The player rolls a d10 and adds the Harbinger's Ka Rating to determine which Prestige Ability he receives.

Result	Prestige Ability
2	Favored by the Gods
3	Ancient Heirloom
4	Inspiring Presence
5	Artisan's Patronage
6	Loyalty of the Warriors
7	Faithful Lieutenants
8	Healer's Balm
9	Conquerer
10	Favored by the Scribes
11	Legendary
12	Feared
13	Protector of Ægyptus
14	Imperious
15	Blessed by Amun
16+	Player's Choice

Favored by the Gods: The Harbinger seems blessed by the gods, which always results in fortuitous circumstances for him and his warband. The player may re-roll the Subplot for each Scenario. If he chooses to reroll, he must abide by the result of the second roll.

Ancient Heirloom: A temple or noble family of one of the great city gifts the Harbinger with an ancient weapon, so that the family or temple's name may be record in the annals of Ægyptus. The player rolls once on the Artifex Magic Item table and may distribute the item to any Character in the warband. The Character has it until he dies, at which time it is lost.

Inspiring Presence: The soldiers are inspired by the heroism of their Harbinger and strive to make him proud. Any unit that is personally led by the Harbinger may re-roll any failed Rout Save a single time.

Artisan's Patronage: The finest craftsmen of Ægyptus craft a suit of armor for the Harbinger as a gift, so that their names will spread through Ægyptus alongside his heroic deeds. The Harbinger receives a suit of Extra Heavy Armor. He may keep it or distribute the item to any Character in the warband. The Character has it until he dies at which time it is lost. (Note: if you limit Heavy Armor, then this Prestige Ability grants one suit of Heavy Armor, not Extra Heavy.)

Loyalty of the Warriors: The men of the warband are fanatically loyal to the Harbinger. Even when their nerve breaks in battle, they will attempt to return to camp after the battle is over. Any of the Harbinger's warriors who flee off the table may reroll their Disciplene Save to see if they can be bought back at half of their Points Value.

Faithful Lieutenants: The Harbinger and his lieutenants have strong bond of camaraderie. After a battle, the Harbinger receives an additional Victory Point for Casualty Buy-Back purposes. This Victory Point can only be spent buying back Characters.

Healer's Balm: The Harbingers has earned the blessing of the priesthood, who see in him a champion for the cause of their god. They have gifted him with powerful elixirs using ancient recipes that can heal even the most grievous wounds. So long as he is victorious, they will continue to supply him with it. If the Harbinger is

"The heretic Priest of Aten calls upon his mighty sun-god, and demands that all Ægyptians bow before him!"

The era of the Aten Heresy has been a popular setting for WarGods Campaigns -- Corey ran a long-running Aten campaign at the Game Kastle in California, and the Aten Heresy was the setting of the 2009 WarGods World Campaign. Watch for more info on this fascinating era in a future issue of Croc Tales!

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"A Harbinger of Horus prepares to enter the tomb in search of the legendary Flail of Mastery… the vile Nekharu are but the first of the guardians he will have to face."

The Nekharu make classic 'bad guys' for your WarGods of Ægyptus games. They are sneaky, completely depraved, and constantly trying to bring down the good guys -- exactly what you want for your villains!

removed as a casualty, the player only has to spend half the Harbinger's cost in points to buy him back.

Conqueror: Legends have spread about the ferocity and ambition of the Harbinger. When the battle is in the crux, he swings the tide through sheer force of personality. After the battle, if the field is contested the Harbinger with the *Conqueror* ability counts as controlling the field and gains an extra 1 Victory Point, provided the Harbinger is still alive.

Favored by the Scribes: The tales of the Harbinger's exploits are so fantastic that Scribes squabble over who has the honor of recording the accounts. The scribes portray him in more and more fantastical light as time goes on. The Harbinger earns +1 Renown after every battle, so long as he keeps winning. Once he loses a battle (does not fulfill the scenario objective), then he is no longer in the Scribes favor. He does not lose the Renown gained, just the continued bonus for later games. A player can gain and lose this ability several times.

Legendary: Even among Harbingers, this Harbinger's exploits are famous. Even the most staunch enemy or insidious traitor holds him with grudging respect. In Provocation, an enemy is often simply unable to kill such a paragon of martial valor. If the Harbinger loses Provocation, he can make a Discipline Test against the enemy Harbinger. If he succeeds, then the enemy Harbinger will not kill him in Provocation. The enemy Harbinger still takes a point of Ka from him.

Feared: Across Ægyptus, the Harbinger's hatred of a certain people is legendary. No action is considered too foul or cruel against those people, it is said. Any facing him on the field can expect a painful death at his hands. The player nominates as his enemy the worshippers of a god. Any units of that race have a -1 to their Rout Saves if in melee combat with the Harbinger. This affects the Children of that god and any City-Dwellers.

Protector of Ægpytus: Whether Famous or Infamous, the Harbinger has earned the name Protector as he defends the land from attack froom foreign menaces. Cities, priests, merchants, nobles all seek his aid on important quests. In any mission where there is some quest such as retrieving an item or capturing something important or stopping a ritual, the player can choose to be Attacker or Defender. In missions without a quest, such as pitched battles or ambushes, the player doe not get to choose. If something is unclear, consult the Game Master.

Imperious: Great deeds have been accomplished by the Harbinger. Many have fallen in Provocation to him, and there is talk that the Harbinger will be the next Pharaoh. His authority is tangible and makes even other Harbingers quiver and desire to bow before him. The Harbinger's *Aura of Command* now affects Characters and even other Harbingers. They must now all make a Discipline Save to engage him in close combat. Units wishing to engage him now make their Discipline Save at a -2. Beasts, Monsters, and Undead are still unaffected by this power, as are other *Imperious* Harbingers.

Blessed by Amun: The Harbinger is blessed by the gods, his deeds consecrated from on high. No one can stand against him lest they battle with fate itself. When the Harbinger spends a Ka point to use *Defy Fate*, there is a chance the Harbinger does not lose the Ka Point. If the reroll from *Defy Fate* resulted in a success, then roll a d10. On an odd result, the point is removed as normal. On an even result, the Harbinger does not lose the Ka Point. You may not use *Defy Fate* on this second roll.

* * *

So there you have it, the Prestige Campaign system spelled out in 5 easy steps (okay, so Step 3 was a bit hefty). The hope is that this system will allow players to have the best of all worlds: no-commitment pick-up games and the strategic element of campaign play. Go out and give it a try!

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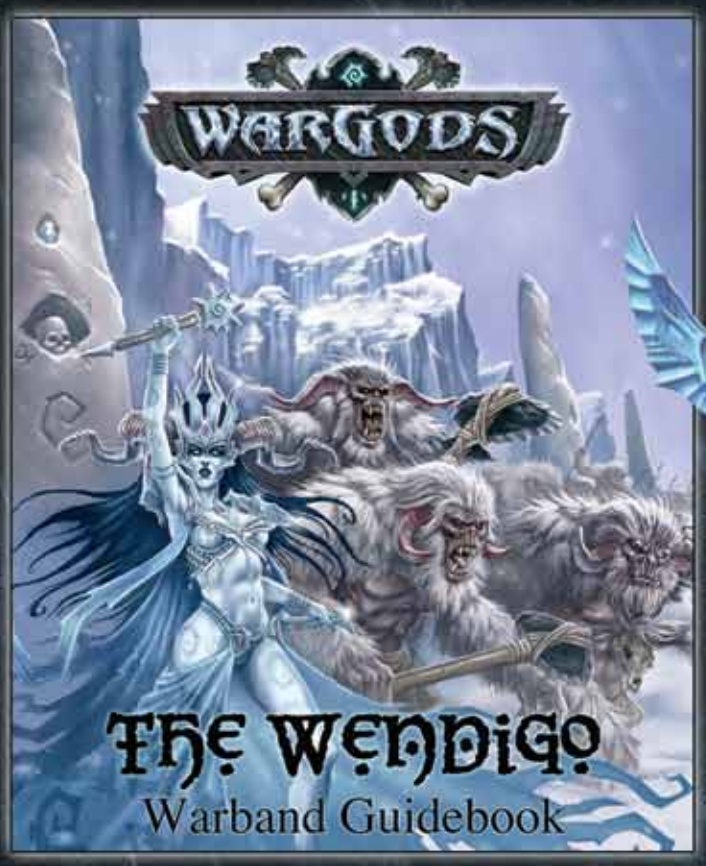

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